

I Claim:

1. An electronic gaming machine comprising:
 - a processor for controlling the operation of said electronic gaming machine; and
 - 5 biometric identification means for identifying a player of said electronic gaming machine.
- 2: The electronic gaming machine of claim 1 wherein said biometric identification means acquires physical features of the player's face.
- 10 3. The electronic gaming machine of claim 1 wherein said biometric identification means scans an iris of the player's eye.
4. The electronic gaming machine of claim 1 wherein said biometric identification means acquires a fingerprint of the player.
- 15 5. The electronic gaming machine of claim 1 wherein said biometric identification means is remotely located from said gaming machine.
- 20 6. The electronic gaming machine of claim 1 further comprising an input means for a player to input an identification code, said code being associated with the biometric player identification, for registering the player for participation in a player tracking system.
- 25 7. The electronic gaming machine of claim 6 further comprising audio or visual means for prompting the player to input the identification number.
8. The electronic gaming device of claim 6 wherein the input means is a keypad.

9. The electronic gaming device of claim 7 wherein the input means is a gaming machine display comprising touchscreen technology.
10. A gaming system comprising:
 - 5 a gaming apparatus for facilitating play of a wagering game; and
 - biometric identification means proximate said gaming apparatus for identifying players of said wagering game.
11. The gaming system of claim 10 wherein the gaming apparatus is an electronic gaming device.
12. The gaming system of claim 10 wherein the gaming apparatus is a live gaming table.
- 15 13. The gaming system of claim 10 wherein said biometric identification means acquires physical features of the player's face.
14. The gaming system of claim 10 wherein said biometric identification means scans an iris of the player's eye.
- 20 15. The gaming system of claim 10 wherein said biometric identification means acquires a fingerprint of the player.
16. The gaming system of claim 10 further comprising an input means for a player to input an identification code for association with the biometric player identification thereby registering the player for player tracking.
- 25 17. The gaming system of claim 10 further comprising audio or visual means for prompting the player to input the identification number.

18. The gaming system of claim 10 wherein the input means is a keypad.

19. The gaming system of claim 10 wherein the input means is a display comprising touchscreen technology.

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20. A system for identifying a player of a wagering game comprising:
· biometric identification means in proximity to said wagering game;
· a computer storage means in communication with said biometric identification means; and

10 wherein biometric data of said player is acquired by said biometric identification means and compared to biometric data stored in said computer storage means.

21. The system of claim 20 wherein said biometric identification means is a facial scanner.

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22. The system of claim 20 wherein said biometric identification means is an iris scanner.

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23. The system of claim 20 wherein said biometric identification means is a fingerprint reader.

24. The system of claim 20 wherein said system is used to track gaming play of said player.

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25. The system of claim 20 wherein said computer storage means is linked to a plurality of wagering games.

26. The system of claim 20 wherein said biometric identification means is integrated in an electronic gaming machine.

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27. The system of claim 20 wherein said biometric identification means is remotely located from an electronic gaming machine.

5 28. The system of claim 20 wherein said biometric identification means is positioned on a live gaming table.

29. The system of claim 20 wherein said biometric identification means is positioned in proximity to a live gaming table.

10 30. The system of claim 20 further comprising an input means for inputting a player identification code which is associated with the biometric player identification, said code input registering the player with a gaming establishment's player's club.

31. The system of claim 30 wherein the input means is a keypad.

15 32. The system of claim 30 further comprising audio or visual means for prompting the player to input the identification number.

20 33. The system of claim 30 wherein casino personnel input the player identification code.

34. The system of claim 30 wherein the input means is a display comprising touchscreen technology.

25 35. A method for registering for a casino sponsored player club comprising:
biometrically identifying a player in proximity to a gaming apparatus, said gaming apparatus for facilitating a wagering game;
requesting that said player cause an input of an identification code; and
associating said identification code with said biometric identification of said player to create a player file for storing player gaming data.

36. The method of claim 35 wherein said gaming apparatus is an electronic gaming device.

5 37. The method of claim 35 wherein said gaming apparatus is a gaming table for live gaming.

38. The method of claim 35 wherein said requesting that said player cause an input of an identification code is automatically accomplished by electronic audio or visual means.

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39. The method of claim 35 wherein said player accesses a keypad or display, comprising touchscreen technology, for inputting said identification code.

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40. The method of claim 35 wherein gaming establishment personnel input the identification code.

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